Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S15	6	382/167.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:04
L43	0	L40 and (bit near3 ratio)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:04
L42	1	L40 and (bit near3 shift$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:04
L41	4	382/299.ccls. and (RGB and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:04
L40	30	382/167.ccls. and (RGB and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:04
S114	1	382/299.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:03
L39	6	382/167.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:03
L38	1	382/299.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/21 12:03
L37	1	L34 and (dominant near3 component)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 11:58
L36	3	L34 and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 11:58

L35	5	L34 and (gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 11:58
L34	170	(bit near3 shift$3) same RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 11:57
L33	3	(bit adj ratio) same RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 11:57
L32	1	(color and RGB and image and extra and bit$).CLM.	US-PGPUB	OR	ON	2006/01/21 11:56
L31	1	(color and RGB and image and extra and bit$ and gravity).CLM.	US-PGPUB	OR	ON	2006/01/21 11:13
L29	1	L16 and ((dominant) near3 (color or RGB))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 11:11
L30	11	L24 and ((dominant) near3 (color or RGB))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:56
L28	0	L19 and ((dominant) near3 (color or RGB))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:54
L23	31	L19 and ((great$3 or larg$3 or big$4 or strong$3) near3 (color or RGB))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:53
L27	142	L24 and ((great$3 or larg$3 or big$4 or strong$3) near3 (color or RGB))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:41
L26	12	L24 and ("gravity")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:38

L25	0	L24 and ("specific gravity")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:38
L22	0	L19 and ("gravity")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:38
L21	0	L19 and ("specific gravity")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:38
L24	373	(color near3 compress$3) and (RGB same (("5" or five or "6" or six or "4" or four or "3" or three or "2" or two) near3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:32
L19	47	L16 and RGB and (("5" or five or "6" or six or "4" or four or "3" or three or "2" or two) near3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:02
L20	29	L16 and RGB same (("5" or five or "6" or six or "4" or four or "3" or three or "2" or two) near3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:01
L18	0	L16 and ("5:6:5" or "6:5:5" or "5:5:6")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 10:00
L16	176	(reduc$4 or lower$3) near3 (color adj resolution)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 09:59
L15	119	L12 and (("5" or five or "6" or six or "4" or four or "3" or three or "2" or two) near3 bit) near5 (represent$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 09:58
L13	196	L12 and (("5" or five or "6" or six or "4" or four or "3" or three or "2" or two) near3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 09:33

L12	201	L11 and "extra bits"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 09:32
L11	2224	L10 and ((larger or greater or stronger) near3 (color or value))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 09:32
L10	7245	((RGB or (red near3 green near3 blue)) or ("sub-pixel" or "sub pixel" or subpixel)) near7 bit	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/21 09:31
S17 9	130	345/597.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 11:47
S17 8	160	345/596.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 11:47
S17 6	147	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 11:47
S17 5	62	345/550.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 11:47
S17 4	122	345/549.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 11:47
S16 7	156	345/605.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 09:56
S15 9	236	(shift$3 near9 bit) same RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 09:56

S172	18	S171 and (larger or greater or dominant) near5 (RGB or red or green or blue or component or color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:56
S171	214	("16-bit" or "16 bit") adj image	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:56
S168	2	345/605.ccls. and ((larger or greater) near5 (rgb near3 (component or value or plane or channel)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:44
S161	2	S159 and (5:6:5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:43
S166	7	S159 and (4:2:2)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:29
S164	1	S159 and (6:5:5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:29
S163	1	S159 and (5:5:6)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:28
S160	1	S159 and (6:6:6)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:27
S158	20	(RGB near7 conver$4) same ("same" near5 amount)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:26
S157	0	(RGB near7 conver$4) same (shift$3 near7 ("same" near5 amount))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:24

S156	0	(RGB near3 conver$4) same (shift$3 near5 ("same" adj3 amount))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:24
S155	0	((bit near3 shift$3) same ("same" adj3 value)) same (RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:23
S154	0	((bit near3 shift$3) same ("same" adj3 amount)) same (RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:23
S153	0	((bit near3 shift$3) same ("same" adj3 number)) same (RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:23
S152	0	((bit near3 shift$3) near7 ("same" adj3 number)) same (RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:23
S151	0	((bit near3 shift$3) near7 ("same" adj3 amount)) same (RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:23
S142	3	Lee-kyoung-ju.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/13 08:21
S150	6	382/167.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:49
S149	1	382/299.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:49
S148	2	345/600.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:49

S115	6	382/167.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:49
S113	2	345/600.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:49
S147	7	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and (specific adj3 gravity))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:45
S146	7	S145 and (("24-bit" or "24 bit") and ("16-bit" or "16 bit"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:45
S112	7	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and (specific adj3 gravity))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:45
S145	145	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:44
S143	5	345/589.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:44
S111	7	S110 and (("24-bit" or "24 bit") and ("16-bit" or "16 bit"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:44
S110	136	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:44
S108	5	345/589.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:44

S107	3	Lee-kyoung-ju.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/11 14:43
S141	9	"382"/$.ccls. and (RGB near10 (shift$3 near3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/20 09:48
S140	25	"345"/$.ccls. and (RGB near10 (shift$3 near3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/20 09:23
S138	7	"345"/$.ccls. and ((color near3 difference) same (shift$3 near3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/20 09:22
S139	5	"382"/$.ccls. and ((color near3 difference) same (shift$3 near3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/20 09:06
S137	66	"345"/$.ccls. and ((color near3 difference) same shift$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/20 09:06
S136	6	345/589.ccls. and ((color near3 difference) same shift$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/20 08:21
S135	275	S134 and ("345"/$.ccls. or "382"/$.ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:22
S134	485	(shift$3 same bit$1 same RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:22
S133	1	345/589.ccls. and (shift$3 same RGB) and gravity	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:21

S132	0	345/589.ccls. and (shift$3 same RGB same gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:16
S131	7	S129 and shift$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:15
S129	14	(US-20020047850-$ or US-20030198381-$ or US-20040227963-$).did. or (US-5469190-$ or US-5649083-$ or US-5673065-$ or US-5854640-$ or US-5933131-$ or US-6009191-$ or US-6556209-$ or US-6621497-$ or US-6639691-$ or US-6731299-$ or US-6778187-$).did.	US-PGPUB; USPAT	OR	OFF	2005/07/19 16:13
S128	150	345/596.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:09
S19	137	345/596.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 16:09
S127	2	(S122 or S123 or S124) and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:38
S126	49	(S122 or S123 or S124) and ((lower$3 or reduct$3) near7 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:38
S125	3	(S122 or S123 or S124) and (compar$3 near5 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:38
S55	2	(S51 or S52 or S53) and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:38

S12 4	61	345/550.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:37
S12 3	119	345/549.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:37
S12 2	125	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:37
S56	46	(S51 or S52 or S53) and ((lower$3 or reduct$3) near7 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:37
S54	3	(S51 or S52 or S53) and (compar$3 near5 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:37
S12 1	115	345/597.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:21
S22	101	345/597.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:21
S11 7	548	382/299.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:20
S11 6	149	345/605.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:20
S18	1	382/299.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:20

S17	517	382/299.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:20
S9	138	345/605.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:20
S14	2	345/600.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:19
S13	6	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and (specific adj3 gravity))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:19
S12	6	S11 and (("24-bit" or "24 bit") and ("16-bit" or "16 bit"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:19
S11	115	(RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:19
S10	2	345/589.ccls. and (RGB and ("8-bit" or "8 bit" or (eight adj2 bit)) and conver$4 and gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:19
S1	3	Lee-kyoung-ju.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/19 15:18
S10 5	14	345/603-605.ccls. and (((six or"6") near3 bit) near7 (red or "R"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:25
S10 6	10	345/600.ccls. and (((six or"6") near3 bit) near7 (red or "R"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:21

S104	1	S100 and ((six or"6") near3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:20
S103	7	("6:5:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 13:19
S102	72	("6:5:5" or "5:5:6" or "5:6:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 11:36
S92	0	S89 and ("6:5:5" or "5:5:6" or "5:6:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 11:30
S101	5	S100 and (("6" or six) near3 bit)	US-PGPUB; USPAT; DERWENT	OR	ON	2005/01/28 11:26
S100	13	(US-20020047850-$ or US-20040227963-$ or US-20030198381-$).did. or (US-5469190-$ or US-5649083-$ or US-5673065-$ or US-5854640-$ or US-5933131-$ or US-6009191-$ or US-6621497-$ or US-6778187-$ or US-6639691-$ or US-6731299-$). did.	US-PGPUB; USPAT	OR	OFF	2005/01/28 11:19
S99	6	(color adj quantization) and (gravity)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:50
S98	38	345/600.ccls. and ((conver$4 near5 image) near7 (hue or saturation or value)) and (bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:49
S97	3	345/600.ccls. and ((conver$4 near5 image) near7 (based near5 (hue or saturation or value))) and (bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:13
S96	0	345/600.ccls. and ((conver$4 near5 image) near7 (gravity)) and (bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:12

S95	70	((compar$5 or judg$5 or determin$4 or check$3) near5 (gravity)) and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 10:10
S94	2209	((compar$5 or judg$5 or determin$4 or check$3) near5 (gravity)) and color	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:22
S89	1172	((compar$5 or judg$5 or determin$4 or check$3) near5 (hue or saturation) and RGB)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:22
S93	0	S89 and ("5:5:5")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:19
S90	522	S89 and ("345"/$.ccls. or "382"/$. ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:18
S91	12	S90 and (("24" adj3 bit) and ("16" adj3 bit) and ("8" adj3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:15
S88	69	S87 and (("24" adj3 bit) and ("16" adj3 bit) and ("8" adj3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:09
S87	348	S86 and ("345"/$.ccls. or "382"/$. ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:09
S86	652	((compar$5 or judg$5 or determin$4 or check$3) near5 (MSB or "most significant bit" or "most significant bits") or (domina$4 near5 color)) and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/28 09:06
S85	360	S84 and (("24" adj3 bit) and ("16" adj3 bit) and ("8" adj3 bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:49

S84	1053	S83 and ("345"/$.ccls. or "382"/$.ccls.)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:48
S82	1182	((compar$5 or judg$5 or determin$4 or check$3) same (MSB or "most significant bit" or "most significant bits") or (domina$4 near5 color)) and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:48
S83	1875	((compar$5 or judg$5 or determin$4 or check$3) same (MSB or "most significant bit" or "most significant bits") or (most adj signif$7 adj bit$1) or (domina$4 near5 bit$1)) and color and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:46
S78	97	((compar$5 or judg$5) near5 (MSB or "most significant bit" or "most significant bits")) and color and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 15:42
S72	1287278	(compar$3 or determin$3 or calculat$3 or defin$3) near5 (rgb or component or color or channel or value)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:45
S77	6	S76 and (24-bit and 8-bit and 16-bit)	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:30
S76	256	S75 and (bit same shift$3)	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:28
S75	1855	(downsampl$3 or (down adj sampl$3) and (RGB and "specific gravity"))	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:27
S73	96	S71 and S72	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 14:26
S71	107	S70 and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:18
S70	179	(lower$3 or reduc$3) near3 (color adj3 bit)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:17

S67	508	(lower$3 or reduc$3) near3 (color adj3 resolution)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:17
S69	157	S68 and bit	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:12
S68	192	S67 and RGB	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:11
S66	43	(determin$3 or calculat$3 or compar$3) same ((larger or greater) near5 (rgb near3 (component or value or plane or channel)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 14:08
S65	43	(determin$3 or calculat$3 or compar$3) same ((larger or greater) near5 (rgb near3 (component or value or plane)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/01/27 13:42
S63	2	"5455600".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2005/01/27 13:40
S62	69	(S57 or S58) and (compar$4 near5 value)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:44
S60	1	(S57 or S58) and (compar$4 near5 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:43
S61	0	(S57 or S58) and (compar$4 near5 greyscale)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:40
S59	2	(S57 or S58) and (dominant near5 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:40

S58	101	345/597.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:39
S57	137	345/596.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:39
S53	61	345/550.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S52	113	345/549.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S51	115	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S50	14	345/603-604.ccls. and (compar$3 near7 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 11:11
S49	13	345/600.ccls. and (compar$3 near7 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:22
S43	2	345/605.ccls. and (compar$3 near7 rgb)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:21
S48	37	fritz.in. and hewlett.as.	USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:18
S47	14	jacobsen.in. and hewlett.as.	USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:17
S44	0	("2004/0227963").URPN.	USPAT	OR	OFF	2005/01/27 10:16

S6	2	"5734369".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 10:12
S41	17	382/167.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:47
S42	2	382/299.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:46
S40	5	345/589.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:46
S39	4	345/603-605.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:44
S38	8	345/600.ccls. and (dominant near3 color)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:43
S32	53	(S16 or S17) and (lower$3 or reduc$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 09:04
S37	0	("6778187").URPN.	USPAT	OR	OFF	2005/01/27 08:27
S36	8	("5081450" | "5237316" | "5894300" | "5909219" | "6009191" | "6366289" | "6427029" | "6690810").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/27 08:18
S35	11	345/603-605.ccls. and ((shift$3) near7 (color near5 (resolution or bit)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 08:09
S34	10	345/600.ccls. and ((shift$3) near7 (color near5 (resolution or bit)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 08:09

S28	46	345/600.ccls. and (lower$3 or reduc$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/27 07:54
S30	299	"345"/$.ccls. and (lower$3 or reduc$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 15:23
S16	908	382/167.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 15:23
S29	39	345/603-605.ccls. and (lower$3 or reduc$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 14:38
S26	23	345/589.ccls. and (lower$3 or reduc$4) near7 (color near5 (resolution or bit))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 14:37
S24	0	345/596-597.ccls. and ("5:6:5" or "6:5:5" or "5:5:6")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 13:22
S23	0	345/596-597.ccls. and (5:6:5 or 6:5:5 or 5:5:6)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 13:22
S21	4	("4752893" | "5003299" | "5081450" | "5170152").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/26 11:59
S20	28	("4743959" | "4775858" | "4857992" | "4991122" | "5003299" | "5068644" | "5124688" | "5138303" | "5142273" | "5204664" | "5204665" | "5218431" | "5218432" | "5220410" | "5228126" | "5233684" | "5258826" | "5329292" | "5341442" | "5381180" | "5384582" | "5406310" | "5416614" | "5428465" | "5428720" | "5430465" | "5450098" | "5469190").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/26 11:56

S8	441	345/600.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:43
S7	957	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:43
S5	2	"5864345".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:37
S4	2	"6384838".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:36
S3	2	"5933131".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:35
S2	2	"6188386".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/26 10:35

Terms used **dominant** **RGB** **color** **bit** **gravity**

Found **6** of **169,866**

Results 1 - 6 of 6

Relevance scale

1 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

2 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

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Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

3 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

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4 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

5 Crowd and group animation
Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

6 HARP: a fast spectral partitioner
Horst Simon, Andrew Sohn, Rupak Biswas
June 1997 **Proceedings of the ninth annual ACM symposium on Parallel algorithms and architectures**
Publisher: ACM Press
Full text available: pdf(1.37 MB) Additional Information: full citation, references, citings, index terms

Results 1 - 6 of 6

Terms used **dominant RGB color bit image convert**

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Relevance scale

1 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

2 Color science and color appearance models for CG, HDTV, and D-CINEMA

Charles Poynton, Garrett Johnson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(1.46 MB) Additional Information: full citation, abstract

This course introduces the science behind image digitization, tone reproduction, and color reproduction in computer generated imagery (CGI), HDTV, and digital cinema (D-cinema). We detail how color is represented and processed as images are transferred between these domains. We detail the different forms of nonlinear coding ("gamma") used in CGI, HDTV, and D-cinema. We explain why one system's *RGB* does not necessarily match the *RGB* of another system. We explain color specification ...

3 Comparative analysis of the quantization of color spaces on the basis of the CIELAB color-difference formula

B. Hill, Th. Roger, F. W. Vorhagen

April 1997 **ACM Transactions on Graphics (TOG)**, Volume 16 Issue 2

Publisher: ACM Press

Full text available: pdf(5.16 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article discusses the CIELAB color spave within the limits of optimal colors including the complete volume of object colors. A graphical representation of this color space is composed of planes of constant lightness L* with an net of lines parallel to the a* and b* axes. This uniform net is projected onto a number of other color spaces (CIE XYZ, tristimulus RGB, predistorted RGB, and YCC color space) to demonstrate and study the struct ...

Keywords: CIE XYZ, CIELAB, CIELAB color space, CIELUV, Cromalin, YCC, color difference perception, color quantization, color spaces, dye sublimation printer, match print, optimal colors

4 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
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Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

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5 Image processing: Compressing and companding high dynamic range images with subband architectures

Yuanzhen Li, Lavanya Sharan, Edward H. Adelson
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(921.96 KB) Additional Information: full citation, abstract, references, index terms

High dynamic range (HDR) imaging is an area of increasing importance, but most display devices still have limited dynamic range (LDR). Various techniques have been proposed for compressing the dynamic range while retaining important visual information. Multi-scale image processing techniques, which are widely used for many image processing tasks, have a reputation of causing halo artifacts when used for range compression. However, we demonstrate that they can work when properly implemented. We u ...

Keywords: companding, high dynamic range, multiresolution, multiscale, range compression, subbands, tone mapping, wavelets

6 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

7 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
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Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

8 TPphotoSuite: a windows based digital image processing program
Tauhida Parveen
January 2004 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 3
Publisher: Consortium for Computing Sciences in Colleges
Full text available: pdf(184.78 KB) Additional Information: full citation, abstract, references, index terms

The purpose of this paper is to present a Windows based software tool named *TPphotoSuite* that is capable of performing image-processing operations. *TPphotoSuite* is free, can be used on any PC compatible platform, the existing image processing operations can be modified and more operations can be added to it. *TPphotoSuite* provides a user-friendly GUI and requires minimal computer literacy for it to use. It contains many features that are used in image processing such as, colo ...

9 An experimental comparison of RGB, YIQ, LAB, HSV, and opponent color models
Michael W. Schwarz, William B. Cowan, John C. Beatty
April 1987 **ACM Transactions on Graphics (TOG)**, Volume 6 Issue 2
Publisher: ACM Press
Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The increasing availability of affordable color raster graphics displays has made it important to develop a better understanding of how color can be used effectively in an interactive environment. Most contemporary graphics displays offer a choice of some 16 million colors; the user's problem is to find the right color. Folklore has it that the RGB color space arising naturally from color display hardware is user-hostile and that other color models such as the HS ...

10 Measurement and color matching: Optimizing color matching in a lighting reproduction system for complex subject and illuminant spectra
A. Wenger, T. Hawkins, P. Debevec
June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**
Publisher: Eurographics Association
Full text available: pdf(10.17 MB) Additional Information: full citation, abstract, references, index terms

This paper presents a technique for improving color matching results in an LED-based lighting reproduction system for complex light source spectra. In our technique, we use measurements of the spectral response curve of the camera system as well as one or more spectral reflectance measurements of the illuminated object to optimize the color matching. We demonstrate our technique using two LED-based light sources: an off-the-shelf 3-channel RGB LED light source and a custom-built 9-channel multi- ...

11 Precision requirements for digital color reproduction
Mike Stokes, Mark D. Fairchild, Roy S. Berns
October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4
Publisher: ACM Press
Full text available: pdf(4.81 MB) Additional Information: full citation, abstract, references, citings, index terms

An environment was established to perform device-independent color reproduction of full-color pictorial images. In order to determine the required precision for this environment, an experiment was performed to psychophysically measure colorimetric tolerances for six images using paired comparison techniques. These images were manipulated using 10 linear and nonlinear functions in the CIELAB dimensions of lightness, chroma, and hue angle. Perceptibility tolerances were determined using probi ...

Keywords: color, color correction, color reproduction, color science, image science

12 Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

13 Performance of image and video processing with general-purpose processors and media ISA extensions

Parthasarathy Ranganathan, Sarita Adve, Norman P. Jouppi

May 1999 **ACM SIGARCH Computer Architecture News , Proceedings of the 26th annual international symposium on Computer architecture ISCA '99**, Volume 27 Issue 2

Publisher: IEEE Computer Society, ACM Press

Full text available: pdf(141.14 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

This paper aims to provide a quantitative understanding of the performance of image and video processing applications on general-purpose processors, without and with media ISA extensions. We use detailed simulation of 12 benchmarks to study the effectiveness of current architectural features and identify future challenges for these workloads.Our results show that conventional techniques in current processors to enhance instruction-level parallelism (ILP) provide a factor of 2.3X to 4.2X performa ...

14 Session 7: rendering: Shear-image order ray casting volume rendering

Yin Wu, Vishal Bhatia, Hugh Lauer, Larry Seiler

April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: pdf(4.43 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes shear-image order ray casting, a new method for volume rendering. This method renders sampled data in three dimensions with image quality equivalent to the best of ray-per-pixel volume rendering algorithms (full image order), while at the same time retaining computational complexity and spatial coherence near to that of the fastest known algorithm (shear-warp). In shear-image order, as in shear-warp, the volume data set is resampled along slices parallel to a face of the vol ...

Keywords: base plane, image order, ray casting, shear warp, shear-*image* order, volume rendering

15 WALRUS: a similarity retrieval algorithm for image databases

Apostol Natsev, Rajeev Rastogi, Kyuseok Shim

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data SIGMOD '99**, Volume 28 Issue 2

Publisher: ACM Press

Full text available: pdf(1.63 MB) Additional Information: full citation, abstract, references, citings, index terms

Traditional approaches for content-based image querying typically compute a single signature for each image based on color histograms, texture, wavelet tranforms etc., and return as the query result, images whose signatures are closest to the signature of the query image. Therefore, most traditional methods break down when images contain similar objects that are scaled differently or at different locations, or only certain regions of the image match. In this pape ...

16 Efficiently using graphics hardware in volume rendering applications

Rüdiger Westermann, Thomas Ertl

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(13.14 MB) Additional Information: full citation, references, citings, index terms

17 Hierarchical polygon tiling with coverage masks
Ned Greene
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(983.01 KB) Additional Information: full citation, references, citings, index terms

Keywords: BSP tree, antialiasing, coverage mask, octree, recursive subdivision, tiling, visibility

18 Reflectance and texture of real-world surfaces
Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, Jan J. Koenderink
January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1
Publisher: ACM Press
Full text available: pdf(6.94 MB) Additional Information: full citation, abstract, references, citings, index terms

In this work, we investigate the visual appearance of real-world surfaces and the dependence of appearance on the geometry of imaging conditions. We discuss a new texture representation called the BTF (bidirectional texture function) which captures the variation in texture with illumination and viewing direction. We present a BTF database with image textures from over 60 different samples, each observed with over 200 different combinations of viewing and illumination directions. We describe ...

19 Crowd and group animation
Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

20 The pixel machine: a parallel image computer
Michael Potmesil, Eric M. Hoffert
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(3.12 MB) Additional Information: full citation, abstract, citings, index terms

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer.The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of *m* × *n* pixel nodes which execute parallel algorithms. A *pixel node* directly accesses e ...

Terms used **dominant RGB color bit image conversion**

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Results 1 - 20 of 21

Result page: **1** 2

Relevance scale

1 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

2 Color science and color appearance models for CG, HDTV, and D-CINEMA

Charles Poynton, Garrett Johnson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(1.46 MB) Additional Information: full citation, abstract

This course introduces the science behind image digitization, tone reproduction, and color reproduction in computer generated imagery (CGI), HDTV, and digital cinema (D-cinema). We detail how color is represented and processed as images are transferred between these domains. We detail the different forms of nonlinear coding ("gamma") used in CGI, HDTV, and D-cinema. We explain why one system's *RGB* does not necessarily match the *RGB* of another system. We explain color specification ...

3 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

4 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH**

'04

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

5 TPphotoSuite: a windows based digital image processing program

Tauhida Parveen

January 2004 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 3

Publisher: Consortium for Computing Sciences in Colleges

Full text available: pdf(184.78 KB) Additional Information: full citation, abstract, references, index terms

The purpose of this paper is to present a Windows based software tool named *TPphotoSuite* that is capable of performing image-processing operations. *TPphotoSuite* is free, can be used on any PC compatible platform, the existing image processing operations can be modified and more operations can be added to it. *TPphotoSuite* provides a user-friendly GUI and requires minimal computer literacy for it to use. It contains many features that are used in image processing such as, colo ...

6 An experimental comparison of RGB, YIQ, LAB, HSV, and opponent color models

Michael W. Schwarz, William B. Cowan, John C. Beatty

April 1987 **ACM Transactions on Graphics (TOG)**, Volume 6 Issue 2

Publisher: ACM Press

Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The increasing availability of affordable color raster graphics displays has made it important to develop a better understanding of how color can be used effectively in an interactive environment. Most contemporary graphics displays offer a choice of some 16 million colors; the user's problem is to find the right color. Folklore has it that the RGB color space arising naturally from color display hardware is user-hostile and that other color models such as the HS ...

7 Image processing: Compressing and companding high dynamic range images with subband architectures

Yuanzhen Li, Lavanya Sharan, Edward H. Adelson

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(921.96 KB) Additional Information: full citation, abstract, references, index terms

High dynamic range (HDR) imaging is an area of increasing importance, but most display devices still have limited dynamic range (LDR). Various techniques have been proposed for compressing the dynamic range while retaining important visual information. Multi-scale image processing techniques, which are widely used for many image processing tasks, have a reputation of causing halo artifacts when used for range compression. However, we demonstrate that they can work when properly implemented. We u ...

Keywords: companding, high dynamic range, multiresolution, multiscale, range compression, subbands, tone mapping, wavelets

8 Measurement and color matching: Optimizing color matching in a lighting reproduction system for complex subject and illuminant spectra

A. Wenger, T. Hawkins, P. Debevec

June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**

Publisher: Eurographics Association

Full text available: pdf(10.17 MB) Additional Information: full citation, abstract, references, index terms

This paper presents a technique for improving color matching results in an LED-based lighting reproduction system for complex light source spectra. In our technique, we use measurements of the spectral response curve of the camera system as well as one or more spectral reflectance measurements of the illuminated object to optimize the color matching. We demonstrate our technique using two LED-based light sources: an off-the-shelf 3-channel RGB LED light source and a custom-built 9-channel multi- ...

9 Heresy: a virtual image-space 3D rasterization architecture
Tzi-cker Chiueh
August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press
Full text available: pdf(1.13 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D scan conversion, image space, inverse projection, lazy shading, object space, speculative z-buffer sorting

10 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

11 Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

12 Hierarchical polygon tiling with coverage masks
Ned Greene
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(983.01 KB) Additional Information: full citation, references, citings, index terms

Keywords: BSP tree, antialiasing, coverage mask, octree, recursive subdivision, tiling, visibility

13 Performance of image and video processing with general-purpose processors and media ISA extensions

Parthasarathy Ranganathan, Sarita Adve, Norman P. Jouppi
May 1999 **ACM SIGARCH Computer Architecture News , Proceedings of the 26th annual international symposium on Computer architecture ISCA '99**, Volume 27 Issue 2
Publisher: IEEE Computer Society, ACM Press
Full text available: pdf(141.14 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

This paper aims to provide a quantitative understanding of the performance of image and video processing applications on general-purpose processors, without and with media ISA extensions. We use detailed simulation of 12 benchmarks to study the effectiveness of current architectural features and identify future challenges for these workloads.Our results show that conventional techniques in current processors to enhance instruction-level parallelism (ILP) provide a factor of 2.3X to 4.2X performa ...

14 Crowd and group animation
Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

15 Evaluating MMX technology using DSP and multimedia applications
Ravi Bhargava, Lizy K. John, Brian L. Evans, Ramesh Radhakrishnan
November 1998 **Proceedings of the 31st annual ACM/IEEE international symposium on Microarchitecture**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.52 MB) Additional Information: full citation, references, citings, index terms

Keywords: MMX, digital signal processing, machine measurement, performance monitoring, workload characterization

16 THINC: a virtual display architecture for thin-client computing
Ricardo A. Baratto, Leonard N. Kim, Jason Nieh
October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5
Publisher: ACM Press
Full text available: pdf(297.26 KB) Additional Information: full citation, abstract, references, index terms

Rapid improvements in network bandwidth, cost, and ubiquity combined with the security hazards and high total cost of ownership of personal computers have created a growing market for thin-client computing. We introduce THINC, a virtual display architecture for high-performance thin-client computing in both LAN and WAN environments. THINC virtualizes the display at the device driver interface to transparently intercept application display commands and translate them into a few simple low-level c ...

Keywords: mobility, remote display, thin-client computing, virtualization

17 The pixel machine: a parallel image computer
Michael Potmesil, Eric M. Hoffert
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual**

conference on Computer graphics and interactive techniques SIGGRAPH '89, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(3.12 MB) Additional Information: full citation, abstract, citings, index terms

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer.The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of *m* × *n* pixel nodes which execute parallel algorithms. A *pixel node* directly accesses e ...

18 Multimodal applications: Multimodal detection of human interaction events in a nursing home environment
Datong Chen, Robert Malkin, Jie Yang
October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**
Publisher: ACM Press
Full text available: pdf(307.78 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose a multimodal system for detecting human activity and interaction patterns in a nursing home. Activities of groups of people are firstly treated as interaction patterns between any pair of partners and are then further broken into individual activities and behavior events using a multi-level context hierarchy graph. The graph is implemented using a dynamic Bayesian network to statistically model the multi-level concepts. We have developed a coarse-to-fine prototype sy ...

Keywords: group activity, human interaction, medical care, multimodal, stochastic modeling

19 Architectures: Texture compression using low-frequency signal modulation
Simon Fenney
July 2003 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**
Publisher: Eurographics Association
Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references, index terms

This paper presents a new, lossy texture compression technique that is suited to implementation on low-cost, low-bandwidth devices as well as more powerful rendering systems. It uses a representation that is based on the blending of two (or more) 'low frequency' signals using a high frequency but low precision modulation signal. Continuity of the low frequency signals helps to avoid block artefacts. Decompression costs are kept low through use of fixed-rate encoding and by eliminating indirect d ...

20 A low-cost interactive computer-driven full-color raster-scan display system
C. Wissenburgh, R. J. H. Janse
December 1981 **ACM SIGGRAPH Computer Graphics**, Volume 15 Issue 4
Publisher: ACM Press
Full text available: pdf(373.10 KB) Additional Information: full citation

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IEE JNL	IEE Journal or Magazine
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IEE CNF	IEE Conference Proceeding
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IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

1. **A self-organizing map with dynamic architecture for efficient color quantization**
Kirk, J.S.; Dar-Jen Chang; Zurada, J.M.;
Neural Networks, 2001. Proceedings. IJCNN '01. International Joint Conference on
Volume 3, 15-19 July 2001 Page(s):2128 - 2132 vol.3
Digital Object Identifier 10.1109/IJCNN.2001.938495
AbstractPlus | Full Text: PDF(360 KB) **IEEE CNF**

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IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

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1 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

2 Rendering II: Subband encoding of high dynamic range imagery

Greg Ward, Maryann Simmons

August 2004 **Proceedings of the 1st Symposium on Applied perception in graphics and visualization APGV '04**

Publisher: ACM Press

Full text available: pdf(1.14 MB) Additional Information: full citation, abstract, references, index terms

The transition from traditional 24-bit RGB to high dynamic range (HDR) images is hindered by excessively large file formats with no backwards compatibility. In this paper, we propose a simple approach to HDR encoding that parallels the evolution of color television from its grayscale beginnings. A tone-mapped version of each HDR original is accompanied by restorative information carried in a subband of a standard 24-bit RGB format. This subband contains a compressed *ratio image*, which whe ...

Keywords: high dynamic range image formats, image processing, lossy compression

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